Sequence Diagram
For
FeedStegasaurAction

Note: steg is an instance variable of
FeedStegasourAction class

Note:This sequence diagram is for feeding a stegasour , and it would
be identical to feeding other dinosaurs (if brachiosaur, same sequence
diagram replace Stegosaur with Brachiosaur, if its an Allosaur, need to
check if the item is a meat item)

ifAdjacent () returns :
if ((|map.locationOf(steg).x| - |map.locationOf(player).x| == 1) or
(|map.locationOf(steg).y| - |map.locationOf(player).y| == 1))

:FeedStegasourAction   **map:GameMap**   **player:Player**   **item : Item**   **steg:Stegasour**

execute(player:Player, map:GameMap):String

locationOf(steg : Stegosaur) : Location

stegLoc

locationOf(player : Player) : Location

playerLoc

opt
[ifAdjacentPlayer(stegLoc,playerLoc)]

getInventory() : List<Item>

items

Loop
[for each item in player.getInventory()]

Alternate
[if item.hasCapability(vegetarian)]

removeItemFromInventory(item) : null

heal(20) : Null

toString() :String

name

successfully fed (name)
to stegasour message

[Else]

not edible message